PlayStation®

NTSC U/C

PlayStation®

THE SMURFS™

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01008
14019-SMRPSX

INFOGRAMES

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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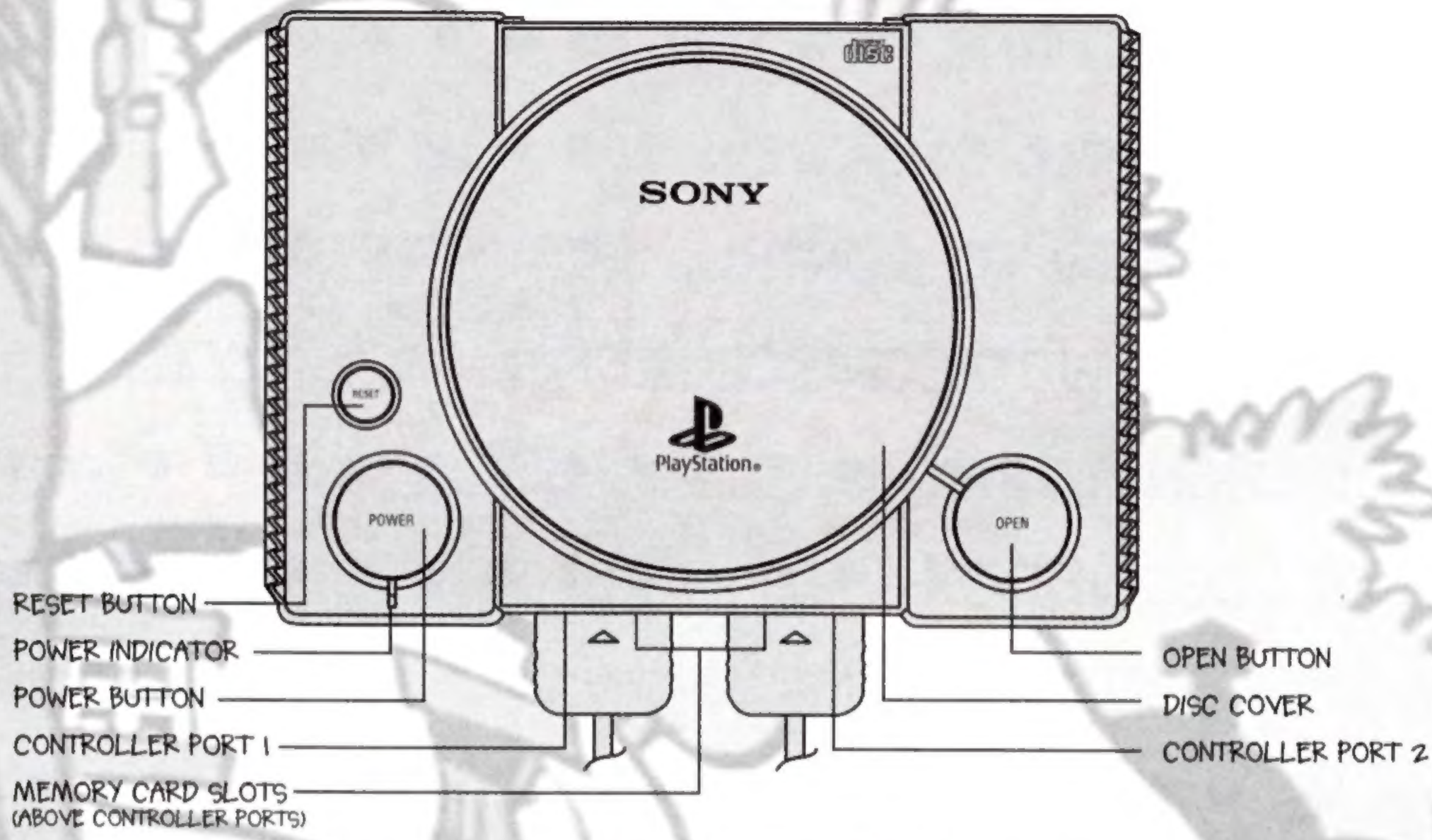
GETTING STARTED



To set up the Console of your PlayStation®, follow the instructions provided in the Instruction Manual. Verify that the Console is turned OFF before inserting or removing a Disc. Insert the "The Smurfs" Disc and close the Disc cover. Insert your MEMORY CARD into MEMORY CARD slot 1, if you wish to load a game or save a new game. Verify that you have enough blocks of memory available on your MEMORY CARD before beginning to play. Insert the Controller in Controller port 1, and turn ON the PlayStation® Console with the POWER button.

It is recommended that peripherals and MEMORY CARDS not be inserted or removed while the Console is on.

GAME OVERVIEW

"The Smurfs" is a game developed for ages 5 and up. It allows you to familiarize yourself with the concept of controlling a game character as well as the use of the Console Controller.

The game is made up of two parts with progressive level difficulty:

The first part ("It's a piece of cake") is made up of the beginning stages, designed to teach you how to control Hefty Smurf and interact with the environments.

The second part ("It's no picnic") continues the story. The levels are more difficult as you try to free the Smurfs and defeat their enemies!

HOW TO CONTROL HEFTY

DIRECTIONAL BUTTONS

↔ Move right or left

↑ Move up using the flower cannons

↓ Stoop down

L1 BUTTON
L2 BUTTON

R1 BUTTON
R2 BUTTON

△ BUTTON
Display player's statistics (lives, etc.).
Wash Baby Smurf.

SELECT BUTTON
Access to Baby Smurf in the "It's a piece of cake" game

○ BUTTON
Throw a present.
Feed Baby Smurf.

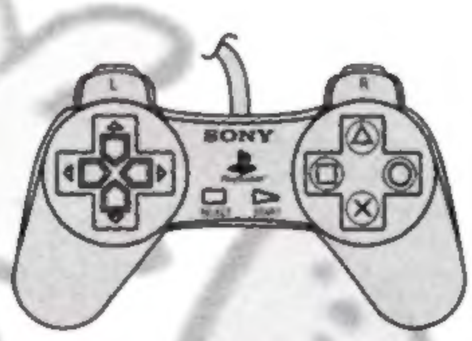
✕ BUTTON
Jump and double jump.
Put Baby Smurf to bed.

□ BUTTON
ACTION button
Use boost, somersault.
Play with Baby Smurf.

LEFT STICK **RIGHT STICK**

ANALOG BUTTON
(ANALOG MODE WHEN LED IS LIT)

START BUTTON
Pause the game



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

HOW TO CONTROL HEFTY IN RACE MODE

DIRECTIONAL BUTTONS
↔ Move right or left
↑ Upward movement

L1 BUTTON
L2 BUTTON

R1 BUTTON
R2 BUTTON

△ BUTTON
Display player's statistics (lives, etc.)

SELECT BUTTON

○ BUTTON

✕ BUTTON
Jump

□ BUTTON

LEFT STICK **RIGHT STICK**

ANALOG BUTTON
(ANALOG MODE WHEN LED IS LIT)

START BUTTON
Pause the game

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

ONCE UPON A TIME

One night, a stork flew over the Smurf's Village carrying a strange package in its beak. It left the package in front of one of the houses, knocked on the door, and flew away.

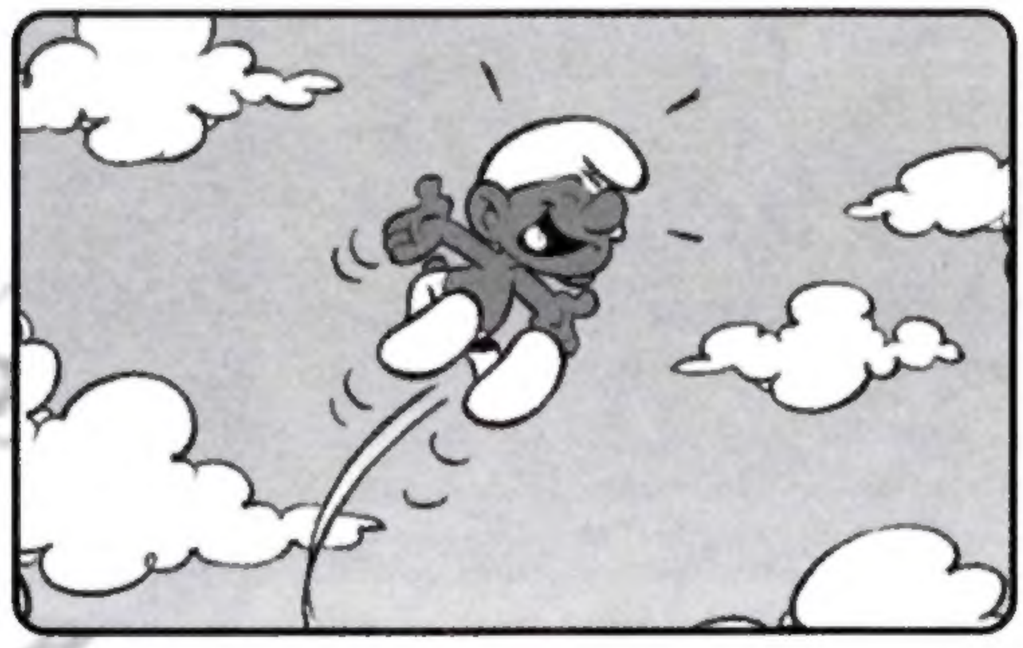
Early the next morning, Hefty woke up to discover the mysterious package on his doorstep. When he opened it, he found himself face-to-face with Baby Smurf. The news spread through the village like wildfire and soon all the Smurfs had gathered to admire the new baby. Hefty went off in search of toys and baby bottles for Baby Smurf.

Meanwhile...

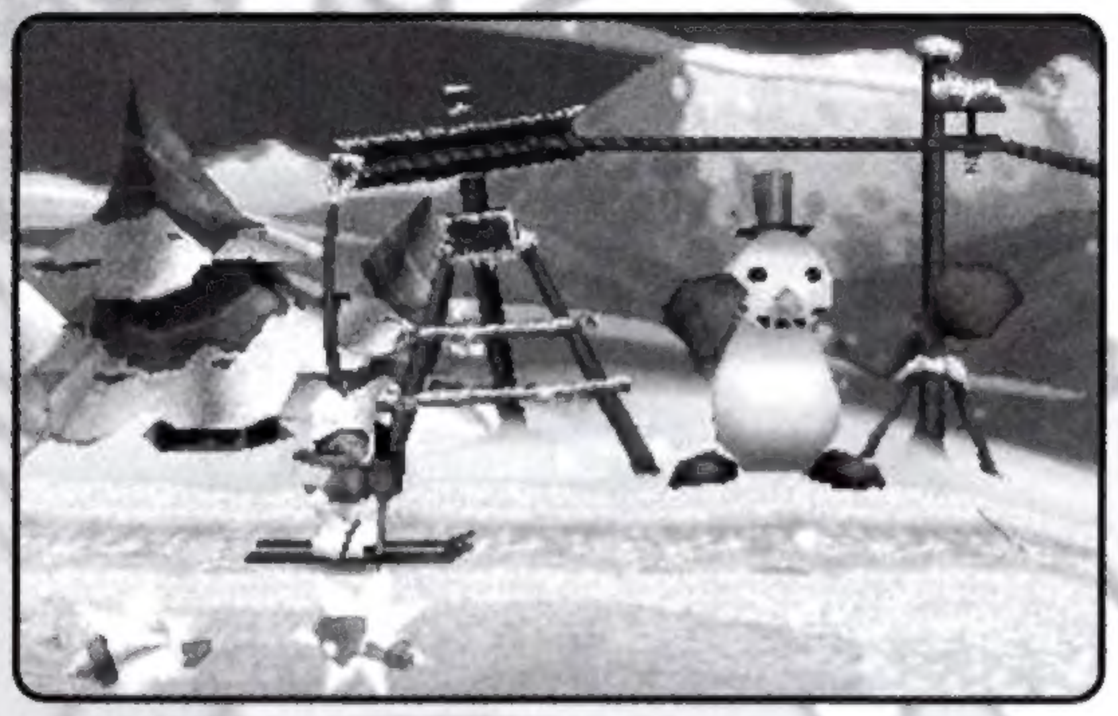
Mean old Gargamel, hungry for revenge, found a spell to summon an army of little servants in his wizard's book.

A few abracadabras later and there they were: astonishingly servile and particularly stupid little creatures. Proud of his obedient army, who, like their master, detested the Smurfs, Gargamel ordered them to capture the Baby Smurf and nine other Smurfs. Once captured, they were taken to opposite ends of the forest to lure the remaining Smurfs to come rescue them.

Upon his return to the village, Hefty learned the sad news and set off to find his friends and teach Gargamel a lesson. Now you will help Hefty Smurf on his great adventure to save the missing Smurfs!



GAME DESCRIPTION

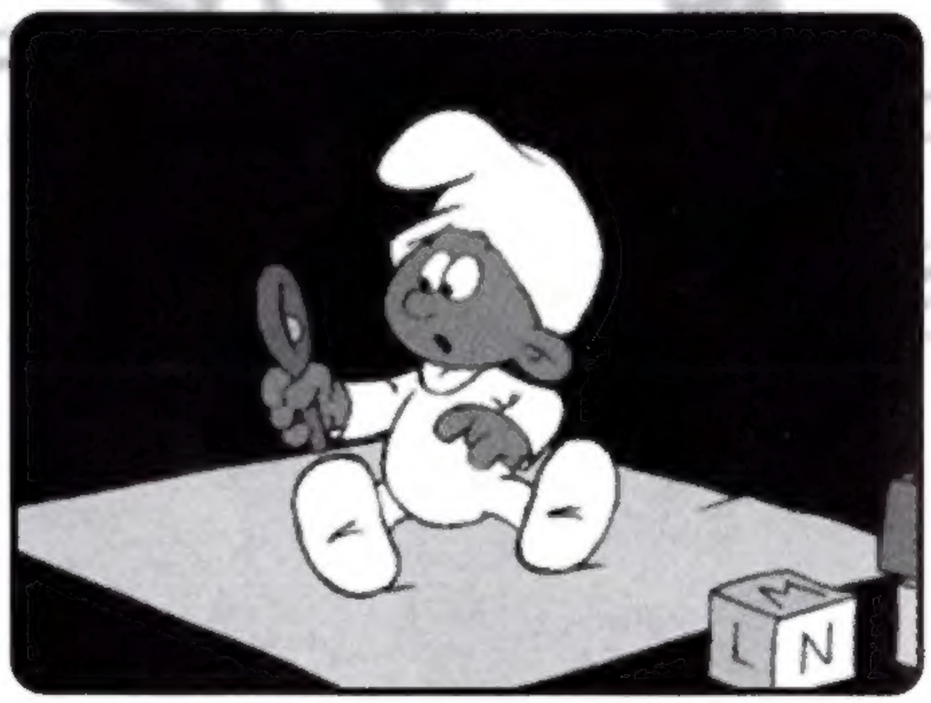


IT'S A PIECE OF CAKE

You can access any of the first seven levels from the game menu. These levels are full of fun explorations that allow you to discover the land of the Smurfs by foot, on skis, and on a dragonfly's back! They will help you familiarize yourself with the different environments. There's no pressure, you can start the level over as many times as you like without losing. You can also earn bonus points by caring for Baby Smurf.

You can choose from any of the following levels in the **"It's a piece of cake"** menu:

- **Smurf Village:** Meet the other Smurfs as you explore the village.



GAME DESCRIPTION

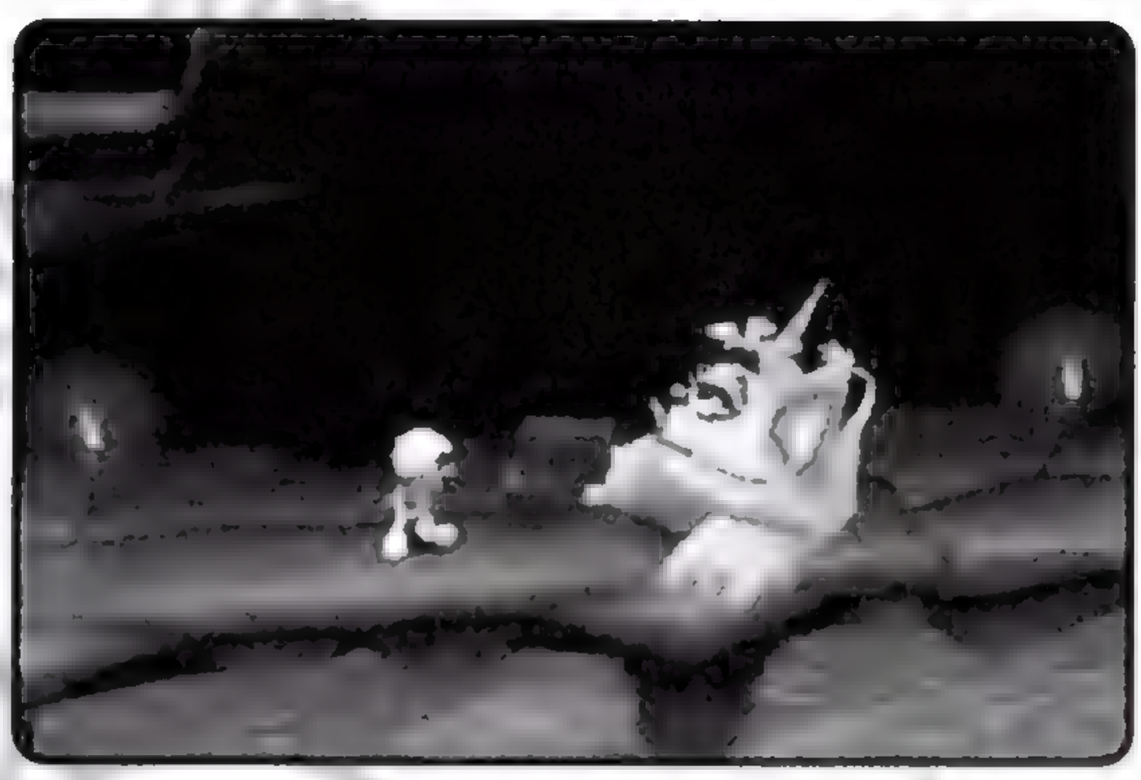
- **The Forest:** Meet Smurfette and a cuddly rabbit.
- **A Ski Run:** Do somersaults as you dash down the mountain.
- **Mole Race:** Race against a mole on a dragonfly's back.
- **The Mine:** Explore a mine.
- **Iceland:** Journey through the ice.
- **The Haunted Castle:** Explore a castle haunted by some funny ghosts.

While exploring the various game levels, you also have to remember to care for Baby Smurf by giving him the rattles and baby bottles you'll win. To access Baby Smurf, push the SELECT button from the **"It's a piece of cake"** menu.

GAME DESCRIPTION

IT'S NO PICNIC

In this part, you'll help Hefty through ten levels and two bonus levels. Hefty must save Baby Smurf and his nine friends who were kidnapped by Gargamel's evil army.



The environments are part of the Smurf "adventure" world: the forest, the underground caves, the mountain, the snow, the ice, the mine, the moats, the ruined castle...and other new surprises!

Move between levels via a map which is revealed as the game progresses. At the end of each level, you may move on to the next level. You also have the opportunity to return to a previously explored level.

GAME DESCRIPTION

Your goal at the end of each level is to free one of the kidnapped Smurfs.

Hefty wins bonuses in the form of sweets and cakes. He also accumulates quarter moons (3 quarters per level, for a total of 30 quarter moons during the game) to access a surprise at the end of the game. You may return to any of the previous levels if you want to get the quarter moons you missed earlier.

DESCRIPTION OF THE MENUS

In all the menus, directions appear on the screen to help you choose and confirm the selection you have chosen. The directional buttons select the option, and the ⊗ Button confirms your choice.

At the start of the game, you can choose the language (English, Spanish, or French).

THEN, THE MAIN MENU COMES UP:

- New game: choose "It's a piece of cake" or "It's no picnic."
- Load a game: start a previously saved game or save the level you just finished on the MEMORY CARD.

THE GAME'S OTHER OPTIONS INCLUDE:

- Screen settings
- Sound settings (music and sound effects)
- Choose controls
- See game credits

DESCRIPTION OF THE MENUS

At any time, you can access the Pause Menu by pressing the START Button. From this menu you can:

- Choose sound effects settings
- Choose music
- Quit level and access the screen with the choice of levels.

SAVING

TO SAVE A GAME:

You can't lose in "It's a piece of cake", so you can't (and don't need to) save your game in these levels.

At the end of each level in "It's no picnic," you automatically come to the map of level choices. At this point, you can save the game by pressing the SELECT button. When you do so, the Save Screen will appear.

- Make sure you insert a MEMORY CARD into slot 1 before loading or saving a game. Never remove a MEMORY CARD while loading or saving a game.
- Select the MEMORY CARD, and press the ⊗ Button to confirm your choice.
- Choose: either a free space on the MEMORY CARD, or a space already occupied; the new game will replace the pre-existing game in this space.
- Press the START Button to continue the game.

SAVING

TO START A PREVIOUSLY SAVED GAME:

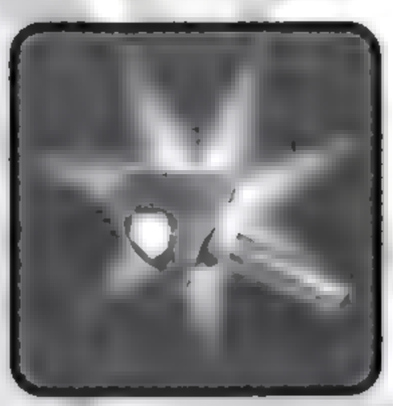
- Choose "Load a game" from the game's main menu, and press the ⊗ Button.
- Choose the MEMORY CARD and press the ⊗ Button.
- Choose save, and press the ⊗ Button.
- When "Load successful" appears, press the START Button to begin the game.

ICONS AND OBJECTS

1 - "IT'S A PIECE OF CAKE"

Baby Smurf:

- At the bottom of the screen appears:



A rattle with which the Baby plays.

A pillow so he can sleep.

A bar of soap for his bath.

A baby bottle so he can eat.

The number of rattles and baby bottles accumulated during the game is displayed. As for the pillow and the soap, they are always available.

- To use one of the 4 functions, press one of the following buttons: ▣, ◉, △, ✕ as you are directed on the screen.
- In the bubble, Baby Smurf tells you what he needs.
- Next to Baby Smurf, there are 0 to 5 stacked cube(s) going from red (very unhappy) to light yellow (which means one happy Baby Smurf). You know what to do!

ICONS AND OBJECTS

- You can return to the game at any time by pressing the SELECT button.

He'll let you know if he's happy or not!

2 - "IT'S NO PICNIC"

△ Button = calls up the game's interface

Number of live(s)	Life points (5 hearts = 1 life)	30 quarter moons accumulated = a date with Smurfette	Bonuses accumulated: 100 bonus points = one extra life

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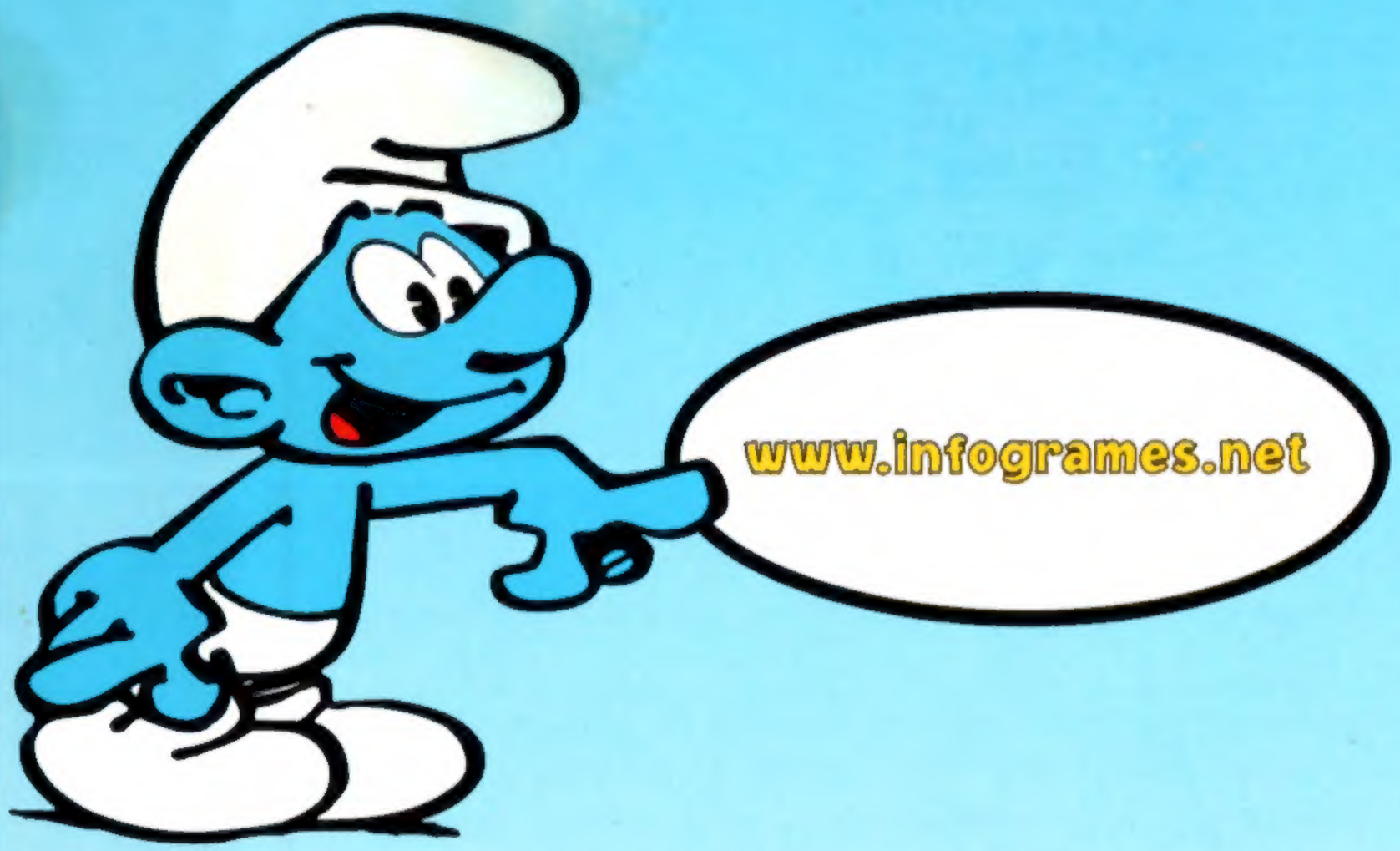

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